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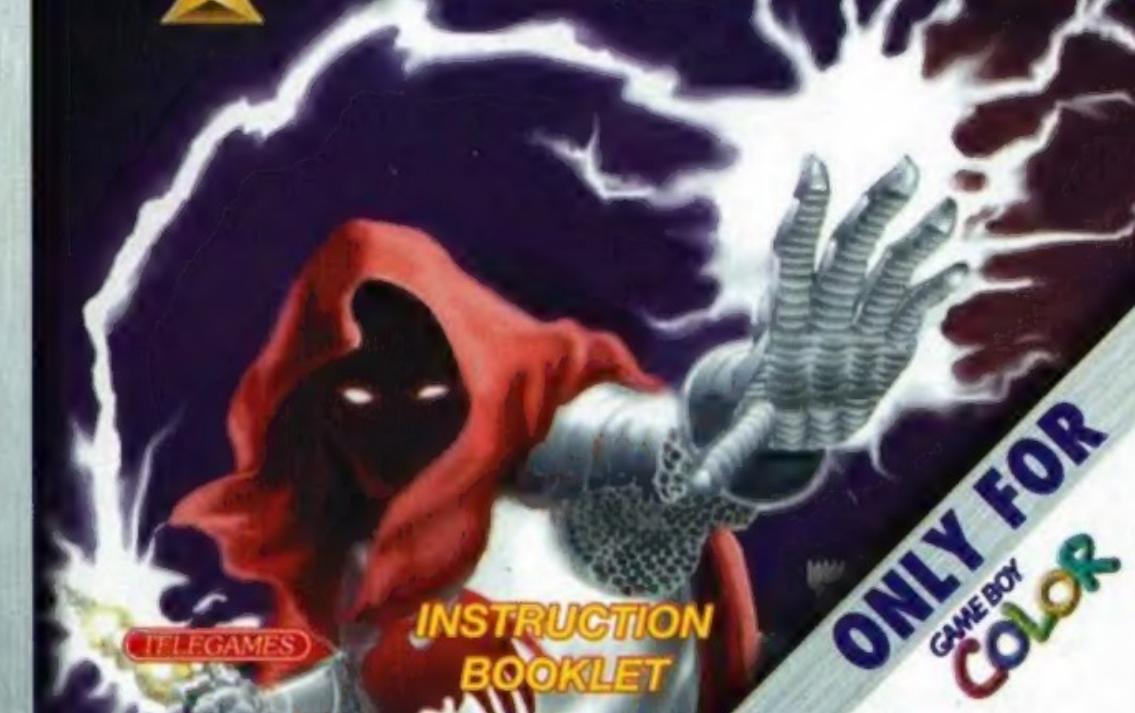
TELEGAMES

INSTRUCTION
BOOKLET

CGB-ALHP-EURO

TOWERS

LORD BANIFF'S DECEIT



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TELEGAMES



TOWERS

LORD BANIFF'S DECIEF

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PROLOGUE

Welcome to the enchanted world of Lamini. *Towers, Lord Baniff's Deceit* is the first release from a planned series of 3D, real-time adventures to be jointly developed by Telegames and JV Games. Games running in real-time mode are very unique in nature. As the name implies, the world is constantly moving and all the characters in the game are moving constantly as well. So, if you choose to stand in one spot and do nothing, don't expect everyone else to do the same.

For a change of pace, we suggest that you play *Towers* with a friend. Using a Game Boy Link, two Game Boy Color systems and two copies of *Towers, Lord Baniff's Deceit*, you and a friend can play cooperatively. You'll be amazed how much fun it can be fighting the denizens of Lord Baniff's Tower with a trusty friend at your side.

MARIMURE'S JOURNAL

Day one of the new journey of the 5th month in the year of the Hawk

I am marking this day as the first day of the new journey, the beginning of new hope and peace throughout the realm. It has been a beautiful day and the crew eagerly loads our ship whose name is fittingly, New Horizon. There are many good and valiant warriors aboard today. Some very seasoned soldiers, women ready to match blades with the best of them, a few boys waiting to be called men, and elders ready to disperse their long found knowledge. We have a good crew and all are ready for battle, all are ready for peace.

Day two of the 5th month in the year of the Hawk

We have set sail for Airatose, spirits are high and talk of dispatching Sargon's head quickly sends cries of cheers around the ship. Deep down, everyone knows that it will be a lengthy battle.

Day five of the 5th month in the year of the Hawk

The seas once again are quiet. The sails are hung low with no wind to drive them. Andros, a very funny fellow, put on a show for the crew. He tells me that in happier times he used to be in a circus where he performed unique tricks of acrobatics. He is a welcomed companion.

Day nine of the 5th month in the year of the Hawk

Still, the seas are quiet. It's as though the wind has died and simply left us adrift. The men are tired of rowing and are in need of a break.

On a happier note, I'm learning the mysteries of Wizardry. The Wizard that is teaching me refuses to speak his name; he tells me that as retribution to the crimes he has committed his name will never again be spoken. For days he has held me captivated with his words. In this journal I will dedicate a whole section to his teachings on magic.

Day ten of the 5th month in the year of the Hawk

Today I was practicing a trick that the Wizard taught me and I set fire to some hay on the lower deck of the ship. The crew was in a flurry trying to put out the flames. They told me to practice my writing and nothing else.

Day thirteen of the 5th month in the year of the Hawk

Three cheers! Gray skies are approaching which brings the wind. Oddly, the clouds are moving wickedly fast. My Wizard friend is on deck with a very concerned look on his face. "There is magic in the air" he yells, and in a blink of an eye the storm is upon us. We are warned to batten down; this is exhilarating and terrifying. Lightning and rain is dancing around the Wizard, but calmness surrounds the place he stands. What powerful magic has he wrought? Can his magic save us? Waves are crashing into the boat and it feels like it's falling apart at the seams. It is getting to hard to write...

Day six of the 6th month in the year of the Hawk

It has been some time since I've updated my journal, I now write this tale to the point of what I know. My companions and I arrived here by ship. We were on our way to Airatose to help with the war against Sargon (The Man of Black), when we ran into a mighty storm and the great waves ripped a hole in our ship. Lucky for us there was a mighty Wizard aboard and he cast a spell that stopped the water from entering the boat.

It was well over a day before we arrived here at this strange place that is called Lamini or Land of Towers. The people here are very friendly and hospitable; they quickly helped us with our injured. Unfortunately, the Wizard died upon arrival. He sacrificed his last bit of energy insuring that the ship would make it to dry land. If it weren't for him, none of us would be here now. We all owe him our lives; his knowledge, power, and friendship will be missed. The crew tells me that it will be several months before our ship is fully repaired. My friends and I ventured into town to find a

place to sleep, but we didn't have enough money for our entire stay. We decided to find odd jobs around town to pay for our room and food. After several hours of looking, we ran into the Mayor of the town and he was in need of a messenger. He told us that Lord Baniff hasn't been seen or heard from in weeks. Our job was to meet Baniff and bring back word on his condition. We quickly accepted this simple task and walked to Lord Baniff's Tower.

Just as my friends stepped inside the doorway, the entrance collapsed. Through a great cloud of dust I saw them jump forward. I do not know if they are OK. I have yelled for them, but no one has replied. There seems to be no other entrance into the Tower and no exit. I'm in fear of losing my friends and I can only hope that they will find a way out.

M A G I C

The Teachings of the Nameless One

Long ago there was no need for Wizardry, but soon mankind learned to kill. Not for food, but for greed and this created the need to heal. The great minds of that time found that certain herbs and roots helped speed along the healing process. Before that, time was the only cure.

Soon the priests learned that all objects hold energy, from the smallest blade of grass to the pulsating blood in humans. Twelve of the realms greatest Wizards formed the modern magic we have today. Using special crystals of power, the Wizards formed words and drew raw energy from the realm into these words. Those words have become living entities.

Saying any of these magic words, one can draw energy directly from it. So by saying certain combinations of words, energy is mixed and formed into the specific needs of the Wizard. Now the Wizard needs only a small fraction of his own energy to control the power he formed through the use of those words.

There are many styles of magic used to control the words of power. The most common is by using the five forms of magic with two or three word combinations.

FORMS OF MAGIC

Power: The words are stored in the body to be called by the Wizard. Once cast, the power leaves the body at an alarming rate. Most forms of power are used for attacks.

Repulsive: Energy is used and formed around the body like a specific shield. This type of shell is formed to absorb a specific power. You would cast a fire shield to protect yourself from fire.

Healing: Power is drawn and formed around a wound so that the body can reabsorb the energy as flesh and tissue.

Manipulation: Energy is drawn to change the body that cast the magic. If you wanted to stop falling or wanted to fly, you would change your body weight to that of a feather.

Creation: Mana is drawn within the mind and reformed outside the body as a stationary object of power. Special rules must be followed for this form. The object must be set on level ground and not within an area already taken by another object. Once the object is placed, anything touching it causes an explosion and destroys each other. The Creation Form of the Power Words can make valuable guarding spells.

WORDS OF POWER

RA-	The extension of ones self. To move toward.
PAB-	To extend, stretch or manipulate.
HA-	The essence of water.
ME-	The essence of soil, ground, or rocks.
KE-	To form below.
RAB-	To place or identify.
LAL-	To take.
EN-	To be.
SIR-	Light, ignite. To shine or draw white power within.
SAR-	White power.
KELE-	Reverse.
TAB-	Unite essence. Form white power.
KIN-	The essence of dawn.
MEM-	I am. My being. Me.
KI-	Inhabitants. To dwell within.
XAS-	To cut or rip.
HAL-	The essence of the sun.

CONTROLLER INFORMATION



While in Movement mode, you can use the Control Pad to move your character around the Tower. When in Control mode, the Control Pad will move the cursor.

SELECT

Pressing SELECT will toggle you between movement and control (cursor) mode.



CONTROLLER INFORMATION



START

To side step left or right, press and hold START while pressing left or right on the Control Pad.

Pressing the B Button will cast a spell in Movement mode or allow Quick Pickup/Drop in Control mode.

When in Movement mode, the A Button is used for attacking, pressing entry buttons, and reading plaques on the wall. While in Control mode, the A Button will select functions on the screen, pick up and throw items.

THE JOURNEY BEGINS



Correctly insert Towers into the Game Boy Color system and move the power switch to the ON position. When the title screen appears, use the Control Pad to maneuver through your selections. To start a new game, select New Game and press the A Button. Select Load Game if you are continuing a previously saved game. If you are going to play Towers with a friend, you will need to select the Connect option. This feature is described in the Two-player Game section.

LOAD GAME

To load a saved game, use the Control Pad and highlight the Load Game option and press the A Button. Another screen will appear displaying the A Button and B Button selections with your previously saved games. A code will help you to remember which game you want to load, as an example:

LOAD A FILE
A BUTTON: 21P:601
B BUTTON: EHEFTV

1P = Number of players 1 or 2.
(1 in this example).

G = The first letter of the characters name. Gerand was the character being played.

01 = The Tower level being played when the game was saved.

STARTING A NEW GAME



Selecting the New Game option from the title screen will bring up your four character choices. All characters are warriors, and each has excelled in their own special way. Moving the control pad will highlight your choice and display that character's attributes.

STR - Strength

Strength represents a characters muscle. With a high strength you

can carry more weight and deliver extra damage in battle.

INT - Intelligence

Intelligence represents a character's ability to understand spells. Mana is drawn from intelligence.

WIS - Wisdom

Wisdom is a characters ability to understand and cast spells. A spell's success relies on a good wisdom.

DEX - Dexterity

Dexterity is agility, reflexes, and balance. To avoid getting hit, a high dexterity is needed.

CON - Constitution

Constitution represents a characters fitness and health. You can withstand more damage with a good constitution.

SCREEN DISPLAY

Compass - will display what direction you are facing. Useful for finding your way around.

Mana Bar - shows how much Mana is left for casting spells. Every spell that is successfully cast consumes Mana.

Power Words - Selecting Power Word combinations is how you create spells.

Load and Save Game
Selecting the disk icon will bring up the load and save options.

Statistics - will display your characters stats, hunger level, and fatigue level. Also displayed are weight, Mana , and health (current and maximum level).



Enemy - Lord Baniff's minions will try to stop you with any means they can devise.

Character Inventory and Health Bar
[See page 18 for details.](#)

Map Scroll - will show your general location. For quick map access, press START + the A Button at the same time while in either mode.

Sleep - to regain health or Mana, and eliminate fatigue.

Spell - Pressing the B Button at any time will cast the spell.

Ground Selection Box - Items can be picked up and put into the character's inventory. You must be in Control mode.

INVENTORY AND HEALTH BAR

Health Bar - displays your character's health level. When your character becomes injured, the bar begins to drop. Should the bar drop to zero, your character departs the land of the living and you will have to reload or start a new game. If during a game your character is poisoned, the health bar turns yellow and your health will continue to drop until the poison is cured or wears off.

Character Level - Indicates how powerful your character has become.



Portrait - What your character looks like.

Immediate Inventory

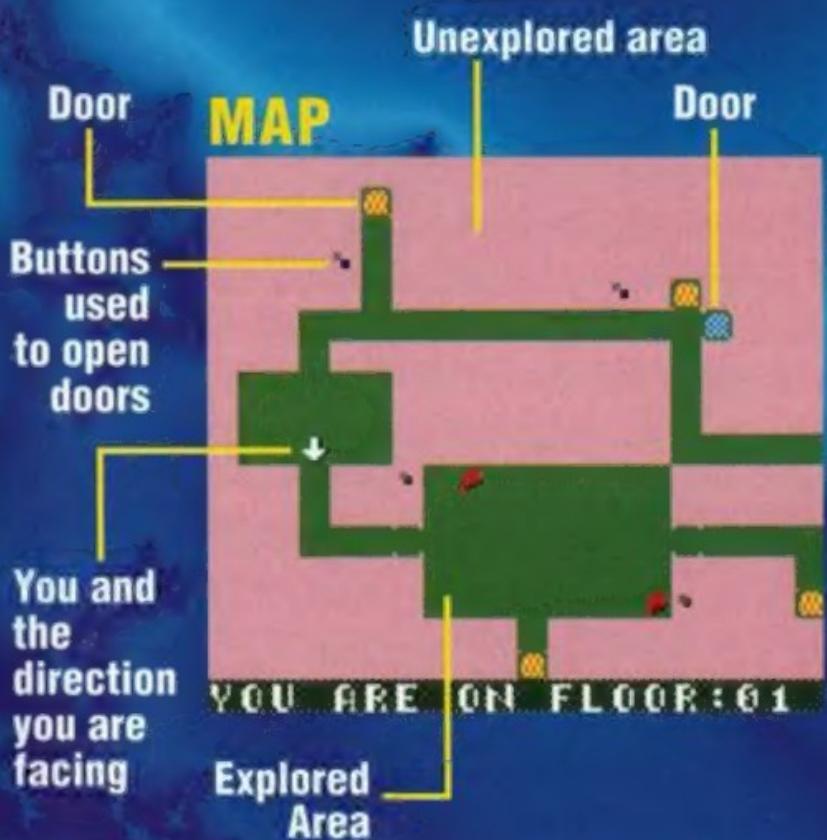
Any object except bags can be placed here for immediate use. This area should also be used for ammunition for projectile weapons.

Inventory - There is room for five objects including bags. Placing a bag in one of these spots and putting the cursor over it will open the bag and reveal 10 more storage spots per bag.

Character's Body - Protect your character by equipping him with weapons and armor found throughout Baniff's Tower.



SUB SCREENS



STATISTICS

STR: 20	INT: 12	HIS: 14
DEX: 16	CON: 18	FULL
WIGHT: 60, 40	ALERT	
MANA: 66, 66	HIT: 36, 36	
CHAR: GARAND		

PLAYING POWERS

LORD BANIFF'S DECEIT

Holding Items - Go into Control mode by pressing SELECT. When you move the cursor over an object and press the A Button, the cursor turns into the object. This is called holding the object.

Putting Items In The Inventory - To put an item into the inventory, step on that item in Movement mode. A selection box will appear at the bottom of the screen. Go into Control mode by pressing SELECT. Move the cursor over the item you wish to put into your inventory and press the A Button. When you are holding the item, move the item into one of your inventory slots and press the A Button again. This places the item in your inventory and returns the cursor. For quick pickup, move the cursor over an item in the selection box and press the B Button to move the item to inventory in one step.

Equipping Items - To equip your character with weapons, armor, and miscellaneous items, pick up the item you wish to place on your character and instead of putting the item into your inventory, place it on the appropriate spot on your character's body. Weapons go on the hand, helmets on the head, necklaces below the head, etc.

Dropping Items - To drop an item, go into Control mode by pressing SELECT. Move the cursor over the item you wish to discard and press the A Button. When you are holding the item, move the item to the very bottom of the screen and press the A Button again. The ground selection box will appear with the item in it. The item is now on the floor. For quick drop, move the cursor over an item in inventory and press the B Button to move the item to the ground in one step.

Trick - Move the object to the bottom of the view screen and press the A Button.

Throwing Items - To throw an item, go into Control mode by pressing SELECT. Move the cursor over the item you wish to throw and press the A Button. When you are holding the item, move the item to the center of the view screen and press the A Button. The item will now be thrown.

Note - The strength of your character and the weight of the object will determine how far the object is thrown.

Fatigue - Even the most stalwart of fighters needs to eat and sleep. Should your character become too tired, he will no longer be able to fight. At this point, he must sleep to regain enough energy to battle. Sleeping is also very useful for healing and regaining your Mana. To sleep, you must go into Control mode by pressing SELECT. Move the cursor over the "Z" icon and press the A Button. You can also sleep by moving the cursor over your character's portrait and

pressing the A Button. For quick sleep, press START + the B Button at the same time while in either mode. When your character is asleep, the screen goes black and your Mana, Health, Fatigue and Hunger levels are all displayed. To wake up, simply press the A Button.

Drinking Potions - To drink a potion, go into Control mode by pressing SELECT. Move the cursor over the potion in your inventory and press the A Button. When you are holding the item, move the potion icon up to your portrait and press the A Button. Your character will guip down the liquid.

Hunger - Eating is as important as sleeping. You will find food located throughout the Tower and on many creatures. It is a good idea that you always have a couple pieces of food in your inventory. Should you become too hungry, you will not be able to sleep and regain your fighting energy. To eat, go into Control mode by pressing SELECT. Move the cursor over a piece of food in your inventory and press the A Button. When you are holding the food, move the food icon up to your portrait and press the A Button. Your character will happily crunch the food.

Opening Doors - There are many ways to open doors. Some require keys, buttons, and even combinations of buttons.

Using Switches - Scattered throughout the Tower are many switches on the wall. To activate one, simply stand directly in front of the switch and press

the A Button while in Movement mode. You can also activate the switch on the view screen by being in Control mode and placing the cursor directly over the switch and pressing the A Button.

Using Keys - Using a key is just like activating a switch, except you must be holding the key. There are many different locks in the Tower and they all require a specific key.

Reading - Throughout the game you will find many scrolls and plaques to read. To read a plaque on the wall, simply face the plaque in Movement mode and press the A Button. To read a scroll, go into Control mode by pressing SELECT. Move the cursor over the scroll in your inventory and press the A Button. When you are holding the scroll, move the scroll icon up to your portrait and press the A Button. The information on the scroll will be displayed.

Creating Spells - There are many spell scrolls located in Lord Banff's Tower. To create a spell, find the words of power written on one of these scrolls. Go into Control mode by pressing SELECT and move the cursor over the word of power you wish to select and press the A Button. Each time you select a Power Word, it appears in the spell scroll. Once all words of power are set, pressing the B Button will cast the spell. If the spell is successful, a message will appear saying "You cast the spell", if you are unsuccessful there will be a "Spell

failed" message. If the message "Not enough Mana" appears, then your Mana is currently too low to cast that type of spell. If "unknown spell" appears, then the power words you selected are wrong. Check for spelling or the order of the power words to correct this problem. There are many spells in Towers that remain active for a long time. When successfully casting one of these spells, an icon representation will appear just under the Mana bar. Should you cast another duration spell while one is already active, the second spell will cancel out the first.

Trick - If you make a mistake in selecting the power words, you can clear your selection by moving the cursor over the spell scroll and pressing the A Button.

Protection Scheme - Whenever you pick up a new piece of armor there will be 2 numbers next to the name, example - LEATHER ARMOR 1.1. The first number indicates the amount of protection against normal attacks. The second number is the amount of protection against magical attacks. The more armor you wear, the more protected you will become.

Note - Keep in mind that your character isn't the only one seeking better protection. The creatures in Baniff's Tower also have their own armor and toughness.

Weapon and Spell Scheme - Whenever you pick up a new weapon or learn a new spell there will be an "X" value next to it, example CLUB 2X. Every time you hit an enemy, you can inflict from 1 to 4 units of damage. If you were attacking with the example club, you would inflict 1 to 4 units of damage times 2. In other words, a possibility of inflicting 2 to 8 units of damage.

Note - Keep in mind that the damage a weapon delivers doesn't necessarily make it the best weapon. You should also consider the speed with which you can attack. You will be able to strike faster with a dagger than with an axe. You will have to decide what your most effective fighting style will be.

Note 2 - Some spells and weapons can have different effects on the creatures in Baniff's Tower. Some creatures will be more resistant to weapons while others will be more protected from spells. Pay attention to the damage inflicted; If you feel you aren't inflicting enough damage then try something else.

SPECIAL KEYS

Resaving the Game - To reset or restart the game, press the SELECT, START, A Button, and B Button at the same time.



Pause the Game - Since Towers is a real-time game, the action never stops. We do realize that there are times when you absolutely must pause the game. To do this, go into Control mode by pressing SELECT. Move the cursor down to the disk icon and press the A Button. When the load and save menu appears, the game will be paused.

Saving the Game - During your adventures in Lord Banff's Tower, you may decide to save your progress. To do so, go into the Control mode by pressing SELECT. Move the cursor down to the disk icon and press the A Button. When the load and save menu appears, press the B Button and then select either the A or B slot to save your game.

WARNING - Do not turn off the Game Boy Color system until the game has completely saved. Doing so will corrupt the game data and you will not be able to reload.

Loading the Game - To load a saved game, go into the Control mode by pressing SELECT. Move the cursor to the disk icon and press the A Button. When the load and save menu appears, press the A Button and then select the previously saved game to load.

Quick Pickup - To pickup an item in one step, move the cursor over an item in the selection box and press the B Button to move the item to inventory.

Quick Drop - To drop an item in one step, move the cursor over an item in inventory and press the B Button to move the item to the ground.

Quick Sleep - To go to sleep in one step, press START + the B Button at the same time while in either mode.

Quick Map Access - To access the map screen in one step, press START + the A Button at the same time while in either mode.

Toggle Music On/Off - Go into the load and save menu and press START.

TWO PLAYER GAME

Step 1). To start a two-player game, make sure both Game Boy Color systems are turned on and a Towers game is inserted into each Game Boy Color system.

Step 2). Connect both Game Boy Color systems with the Game Link cable (sold separately).

Step 3). When the title screen appears, Player 1 should start a New Game, select the character he wishes to play and wait for it to fully load.

Step 4). Once the game is fully loaded by Player 1, the second player should press the Connect option on the Main Screen. He will then be able to select the character he wants to play (the second player will not be able to select the same character as Player 1). Once the Player 2 selection has been made, it will take about 6 seconds to load and then both players will be able to move.

Please Note - Since Player 1 is considered the host system, only Player 1 can save (or load) a two-player game. A two-player game can only be saved after Player 2 has successfully connected. Since a two-player game is strictly based on cooperative team effort, the game is over when either player dies. Therefore it is wise to save a game in progress periodically.

Warning - If the Game Boy Game Link disconnects while playing a two-player game, wait for "Reconnect Link" to appear on the screen before reconnecting the Game Boy Game Link. Reconnection can take up to 10 seconds and is 95% effective at restoring the game.

THE BASICS OF PLAYING TOWERS

Turn on your Game Boy Color and select "New Game" from the Main Screen. When the character choices appear, select the one you wish to become and press the A Button. The game will load and place you in a medium sized room at the entrance that has collapsed.

You will be starting the game already in Movement mode so pressing the Control Pad will move your character. In the room is a Slouch creature that will attack you when he sees you. When he does attack, face him and press the A Button to punch him. Keep punching until he is either destroyed or runs away. If he does run, try to pursue and destroy him. When he vanishes, he will leave behind the club he was using to attack you. Move your character onto the spot where the club is laying; you will see the club appear in the Ground Selection Box. Go into Control mode by pressing SELECT. You will see a cursor appear in the middle of the screen. Use the Control Pad to move the cursor over the club and press the A Button. When you are holding the club, use the Control Pad to move the club into your weapons hand by your character portrait. Now move the cursor over the Statistics Icon and press the A Button. You can see if you are injured and how much weight you are carrying. If you have taken damage, move the cursor to the "Z" icon and press the A Button to rest. When you are fully healed, press the A Button to stop sleeping. Go back into Movement mode by pressing SELECT. Press the A Button and you will see that your character is now attacking with the club you collected. Move your character around the room until you find a switch on the wall. Face the switch and press the A Button once, you will see the switch activated and hear a door opening. Pressing the switch again will close the door. Be careful, there could be another creature on the other side.

Good Luck

CREATURES OF LAMINI

Sitting here with my ear against Lord Baniff's Tower, I've heard the cries and screams of many strange beings. Thinking back to the warnings of the Locals, I pray that the evil creatures that inhabit this island be not within these walls that I wait by. To pass the time, I shall write the tales that were told to me, and give the few descriptions of the most commonly seen creatures that infest this beautiful land.



SLOUCH - A foul creature no bigger than my waist, is very frail. Typical cowards, they like to attack their prey without warning. In battle, their weapon of choice is a simple club but they have been known to use anything they can get their grubby hands on. If the Slouch should become injured, he will usually run away to heal and find a victim of less stature and merit.



MUD MEN - Born of magic and earth, these creatures are a very deadly annoyance. At a distance they will throw bits and pieces of themselves with deadly accuracy. They love to aggravate their victims into close combat, in hopes of suffocating them with their own filthy bodies.



CREATURES OF LAMINI

SKELETONS - Dead warriors brought back from the grave by evil magic. Bent on the destruction of all living things, they serve only their master. Skeletons fear nothing and will pursue their victims until it or its victim perishes. Skeletons are very formable opponents; they feel no cold, heat, or pain, as we know it. Skeletons cannot die for they are already dead. To destroy a skeleton, the evil magic that binds these creatures must be separated. This is done by constantly inflicting damage to its former shell.



TROGLINS - These leathery creatures delight in the torture of others around them. They usually hunt in packs, so if one is alone, you can be sure there is another nearby. Troglins are said to be a cross between a troll and a goblin. They carry spiked clubs and are very agile due to their long crouched legs. Since Troglins are known to have a vicious temperament, they should be approached with caution.



TROLL - With a skin of armor, nails of steel, and craftiness of a thief, Trolls are indeed one of the great terrors of the land. These powerful beings should not be reckoned with, unless thy hands are as steady with a blade as a mountain is steady on land. Trolls have been seen lifting three humans at once and throwing them thirty feet. Their only weakness seems to be that they shun fire, and may it burn hot should you cross one.

CREATURES OF LAMINI



GARGOYLE - Once only believed to exist in the fairy tales of our fathers or perched in stone to ward off trespassers. These mystical, magical creatures are indeed real, as real as my writings. Gargoyles have been seen flying across the full moon, preying on and stealing anything they can get their hands on. They delight in the use of magic and will do so given the opportunity. They are extremely fast, and evasion is difficult to say the least.



ETTIN - These vastly disfigured creatures were brought about by the workings of a mad Wizard conducting experiments on his prisoners. The experiment went awry and now these beasts are one of the most destructive beings in Lamini. Almost twice the size of an average human and having two heads, the Ettin seems almost impossible to kill. Savagely swinging a spiked club with an unstoppable rage, it is best to stay out of an Ettin's way.

Be warned, these are all the beings that were told to me. There will most likely be more dangers to this land then meet the eye. In all respect use extreme caution as you transverse this land. Vile creature's hide in the shadows waiting for unsuspecting victims and it would be a great tragedy and loss should you be the next.

SPELL LIST

SPELL LIST



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